

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (currently amended) A game machine, comprising:

first original music output means for outputting during automated game play at least a main part of first original music containing the main part and a post-amble subsequent thereto said first original music having timing data associated therewith to define at least said main part;

second original music output means for outputting during automated game play at least a main part of second original music containing a preamble and the main part subsequent thereto, said second original music having timing data associated therewith to define at least said preamble and said main part;

connection music output means for outputting during automated game play predetermined connection music, said connection music having a duration that is substantially shorter than the duration of either of said first original music or said second original music; and

timing control means for controlling during automated game play the second original music output means and the connection music output means such that main part end timing of the first original music coincides with start timing of the connection music, and that the preamble and main part of the second original piece are run at the same speed, that the preamble of the second original music is output concurrently with at least a portion of said connection music, and the main part start timing of the second original music coincides with output end timing of the connection music.

2. (original) A game machine according to claim 1, further comprising:

volume control means for controlling an output volume of the post-amble of the first original music.

3. (original) A game machine according to claim 1 or claim 2, further comprising:

volume control means for controlling an output volume of the preamble of the second original music.

4. (previously presented) A game machine according to claim 1 or claim 2, wherein a tempo of the connection music is determined based on a tempo of the main part of the first original music.

5. (previously presented) A game machine according to claim 1 or claim 2, wherein a tempo of the connection music is determined based on a tempo of the main part of the second original music.

6. (previously presented) A game machine according to claim 1 or claim 2, further comprising:

connection music tempo control means for controlling a tempo of the connection music so as to gradually vary from a tempo based on a tempo of the main part of the first original music to a tempo based on a tempo of the main part of the second original music.

7. (currently amended) A game machine, comprising:
original music storage means for storing audio data concerning at least a main part of original music containing the main part and a post-amble subsequent thereto;

connection music storage means for storing audio data concerning predetermined connection music prior to selection of original music for playback, said connection music having a duration that is substantially shorter than the duration of said original music;

original music output means for outputting during automated game play the main part of the original music based on the audio data concerning the main part;

connection music output means for outputting during automated game play the connection music based on the audio data concerning the predetermined connection music during a period when at least the post-amble of the original music is being output after completion of outputting the main part.

8. (currently amended) A game machine, comprising:
original music storage means for storing audio data concerning at least a main part of original music containing a preamble and a main part subsequent thereto;

connection music storage means for storing audio data concerning predetermined connection music, said connection music having a duration that is substantially shorter than the duration of said original music;

original music output means for outputting during automated game play the main part of the original music based on the audio data concerning the main part;

connection music output means for outputting during automated game play the connection music based on the audio data concerning the predetermined connection music during a period when at least the preamble of the original music is being output before start of outputting the main part.

9. (original) A game machine according to claim 7 or claim 8, wherein a tempo of the connection music is determined based on a tempo of the main part of the original music.

10. (currently amended) A game machine, comprising
original music storage means for storing audio data concerning original music containing a main part and a post-amble subsequent thereto;

original music end timing storage means for storing main part end timing data indicative of main part end timing of the original music;

connection music storage means for storing audio data concerning predetermined connection music, said connection music having a duration that is substantially shorter than the duration of said original music;

original music reproduction means for outputting during automated game play the original music based on the audio data concerning the original music;

main part end timing monitoring means for monitoring main part end timing based on the main part end timing data while outputting the original music during automated game play;

connection music output means for beginning outputting the connection music upon arrival of the main part end timing during automated game play and concurrent with output of at least said post-amble; and

original music volume control means for reducing an output volume of the original music upon arrival of the main part end timing during automated game play.

11. (currently amended) A game machine, comprising:

original music storage means for storing audio data concerning original music containing a preamble and a main part subsequent thereto;

main part start timing storage means for storing main part start timing data indicative of main part start timing of the original music;

connection music storage means for storing audio data concerning predetermined connection music, said connection music having a duration that is substantially shorter than the duration of said original music;

original music reproduction start timing storage means for storing original music reproduction start timing data indicative of original music preamble reproduction start timing during a period when the connection music is output;

connection music output means for outputting during automated game play the connection music based on the audio data concerning the connection music;

original music reproduction start timing monitoring means for monitoring during automated game play original music reproduction start timing based on the original music reproduction start timing data during a period when the connection music is output;

original music reproduction means for beginning reproduction of the original music preamble while suppressing an output volume for the original music, upon arrival of original music reproduction start timing during automated game play;

main part start timing monitoring means for monitoring during automated game play main part start timing based on the main part start timing data after reproduction of the preamble of the original music was started; and

original music volume control means for increasing an output volume for the original music upon arrival of the main part start timing during automated game play.

12. (original) A game machine according to claim 11, wherein

the original music reproduction means begins reproduction of the original music while maintaining the output volume at zero.

13. (currently amended) A game music output method, comprising:

an original music output step of outputting at least a main part of first original music containing the main part and a post-amble subsequent thereto; and

a connection music output step of outputting predetermined connection music during a period when the post-amble of the original music is being output, said connection music having a duration that is substantially shorter than the duration of said first original music.

14. (currently amended) A game music output method executable during automated game play, comprising:

an original music output step of outputting at least a main part of second original music containing a preamble and the main part subsequent thereto; and

a connection music output step of outputting predetermined connection music during a period when the preamble of the original music is being output, said connection music having a duration that is substantially shorter than the duration of said second original music.

15. (currently amended) A game music output method executable during automated game play, comprising:

a first original music output step of outputting at least a main part and a post-amble subsequent thereto of first original music;

a second original music output step of outputting at least a preamble and a main part subsequent thereto of second original music; and

a connection music output step of outputting predetermined connection music during a period between main part end timing of the first original music and main part start timing of the second original music, and concurrent with at least the output of one of said preamble and post-amble, said connection music having a duration that is substantially shorter than the duration of either of said first original music or said second original music.

16. (currently amended) An information storage medium storing a program for causing a computer to execute a program in order to control automated game play, said program comprising:

an original music output step of outputting at least a main part of first original music containing the main part and a post-amble subsequent thereto; and

a connection music output step of outputting predetermined connection music during a period when the post-amble of the original music is being output, said connection music having a duration that is substantially shorter than the duration of said first original music.

17. (currently amended) An information storage medium storing a program for causing a computer to execute a program in order to control an automated game play, said program comprising:

an original music output step of outputting at least a main part of second original music containing a preamble and the main part subsequent thereto; and

a connection music output step of outputting predetermined connection music during a period when the preamble of the original music is being output, said connection music having a duration that is substantially shorter than the duration of said second original music.

18. (currently amended) An information storage medium storing a program for causing a computer to execute a program in order to control automated game play, said program comprising:

a first original music output step of outputting at least a main part and a post-amble subsequent thereto of first original music;

a second original music output step of outputting at least a preamble and a main part subsequent thereto of second original music; and

a connection music output step of outputting predetermined connection music during a period between main part end timing of the first original music and main part start timing of the second original music, and concurrent with at least the output of one of said preamble and post-amble, said connection music having a duration that is substantially shorter than the duration of either of said first original music or said second original music.

19. (currently amended) A game program distribution device for distributing a program, said program being operative for causing a computer to execute a plurality of steps, said steps comprising:

a first original music output step of outputting during automated game play at least a main part and a post-amble subsequent thereto of first original music;

a second original music output step of outputting during automated game play at least a preamble and a main part subsequent thereto of second original music; and

a connection music output step of outputting during automated game play predetermined connection music during a period between main part end timing of the first original music and main part start timing of the second original music, and concurrent with at least the output of one of said preamble and post-amble, said connection music having a duration that is substantially shorter than the duration of either of said first original music or said second original music.

20. (currently amended) A game program distribution method for distributing a program, said program being operative for having a computer to execute a plurality of steps, said steps comprising:

a first original music output step of outputting during automated game play at least a main part and a post-amble subsequent thereto of first original music;

a second original music output step of outputting during automated game play at least a preamble and a main part subsequent thereto of second original music; and

a connection music output step of outputting during automated game play predetermined connection music during a period between main part end timing of the first original music and main part start timing of the second original music, and concurrent with at least the output of one of said preamble and post-amble, said connection music having a duration that is substantially shorter than the duration of either of said first original music or said second original music.

21. (currently amended) A game machine having a controller operated by a player in accordance with game music, comprising:

original music output means for outputting, as a part of the game music, at least a main part of original music containing a preamble, the main part, and a post-amble in this order;

connection music output means for outputting during automated game play predetermined connection music that was stored prior to a determination of original music for

playback, said connection music having a duration that is substantially shorter than the duration of said original music;

original music determination means for determining during automated game play next original music to output;

timing control means for controlling during automated game play the original music output means and the connection music output means such that the connection music is output during a period between main part end timing of original music currently output and main part start timing of the next original music to output.

22. (currently amended) A game machine of which controller is operated by a player in accordance with game music, comprising:

input means for setting a play condition including a number of players and difficulty;

play condition storage means for storing the play condition set; and

game advancing means for advancing a game during automated game play according to the play condition stored during successive reproduction of the game music based on a plurality of pieces of original music,

wherein,

the game advancing means includes

original music output means for outputting during automated game play, as a part of the game music, at least a main part of original music containing a preamble, the main part, and a post-amble in this order;

connection music output means for outputting during automated game play predetermined connection music, at least during the output of one of said preamble and post-
amble, said connection music having a duration that is substantially shorter than the duration of said original music;

original music determination means for determining during automated game play next original music to output; and

timing control means for controlling during automated game play the original music output means and the connection music output means such that the connection music is output

during a period between main part end timing of the original music currently output and main part start timing of the next original music to output.

23. (original) A game machine according to claim 22, wherein

the game advancing means further comprises timing guidance image display means for displaying timing guidance image in conformity with the play condition stored in the play condition storage means, for guiding timing at which the player is to operate the controller in accordance with the game music.

24. (original) A game machine according to claim 22 or claim 23, wherein the original music determination means determines original music to output based on a random number.

25. (currently amended) A game machine, comprising:

a first original music output unit which outputs during automated game play at least a main part of first original music containing the main part and a post-amble subsequent thereto;

a second original music output unit which outputs during automated game play at least a main part of second original music containing a preamble and the main part subsequent thereto;

a connection music output unit which outputs during automated game play predetermined connection music, said connection music having a duration that is substantially shorter than the duration of either of said first original music or said second original music; and

a timing controller which controls during automated game play the second original music output unit and the connection music output unit such that main part end timing of the first original music coincides with start timing of the connection music, and that main part start timing of the second original music coincides with output end timing of the connection music,

wherein the predetermined connection music is output concurrently with the output of at least one of the preamble and the post-amble of an original music.

26. (currently amended): A game machine, comprising:

original music storage for storing audio data concerning at least a main part of original music containing the main part and a post-amble subsequent thereto;

connection music storage for storing audio data concerning predetermined connection music prior to selection of original music for playback, said connection music having a duration that is substantially shorter than the duration of said original music;

an original music output unit which outputs during automated game play the main part of the original music based on the audio data concerning the main part; and

a connection music output unit which outputs during automated game play the connection music based on the audio data concerning the predetermined connection music during a period when at least the post-amble of the original music is being output after completion of outputting the main part.

27. (currently amended) A game machine, comprising:

original music storage for storing audio data concerning at least a main part of original music containing a preamble and a main part subsequent thereto;

connection music storage for storing audio data concerning predetermined connection music prior to selection of original music for playback, said connection music having a duration that is substantially shorter than the duration of said original music;

an original music output unit which outputs during automated game play the main part of the original music based on the audio data concerning the main part; and

a connection music output unit which outputs during automated game play the connection music based on the audio data concerning the predetermined connection music during a period when at least the preamble of the original music must be output before start of outputting the main part.

28. (currently amended) A game machine, comprising

original music storage for storing audio data concerning original music containing a main part and a post-amble subsequent thereto;

original music end timing storage for storing main part end timing data indicative of main part end timing of the original music;

connection music storage for storing audio data concerning predetermined connection music prior to selection of original music for playback, said connection music having a duration that is substantially shorter than the duration of said original music;

an original music reproduction unit which outputs during automated game play the original music based on the audio data concerning the original music;

a main part end timing monitor for monitoring during automated game play main part end timing based on the main part end timing data while outputting the original music;

a connection music output unit which begins outputting, during automated game play, the connection music upon arrival of the main part end timing; and

an original music volume controller for reducing an output volume of the original music upon arrival of the main part end timing during automated game play.

29. (currently amended) A game machine, comprising:

original music storage for storing audio data concerning original music containing a preamble and a main part subsequent thereto;

main part start timing storage for storing main part start timing data indicative of main part start timing of the original music;

connection music storage for storing audio data concerning predetermined connection music prior to selection of original music for playback, said connection music having a duration that is substantially shorter than the duration of said original music;

original music reproduction start timing storage for storing original music reproduction start timing data indicative of original music reproduction start timing during a period when the connection music is output;

a connection music output unit which outputs during automated game play the predetermined connection music based on the audio data concerning the connection music;

an original music reproduction start timing monitor for monitoring during automated game play original music reproduction start timing based on the original music reproduction start timing data during a period when the connection music is output;

an original music reproduction unit which begins reproduction of the preamble of the original music during automated game play while suppressing an output volume for the preamble of the original music, upon arrival of original music reproduction start timing;

a main part start timing monitor for monitoring during automated game play main part start timing based on the main part start timing data after reproduction of the preamble of the original music was started; and

an original music volume controller for increasing an output volume for the original music upon arrival of the main part start timing during automated game play.

30. (currently amended) A computer readable storage medium containing a computer program for causing a computer to execute a plurality of steps, said steps comprising:

outputting during automated game play at least a main part and a post-amble subsequent thereto of first original music; and

outputting during automated game play predetermined connection music during a period when the post-amble of the original music is being output, said connection music having a duration that is substantially shorter than the duration of said first original music.

31. (currently amended) A computer readable storage medium containing a computer program for causing a computer to execute a plurality of steps, said steps comprising:

outputting during automated game play at least a preamble and a main part subsequent thereto of second original music; and

outputting during automated game play predetermined connection music during a period when the preamble of the original music is being output, said connection music having a duration that is substantially shorter than the duration of said second original music.

32. (currently amended) A computer readable storage medium containing a computer program for causing a computer to execute a plurality of steps, said steps comprising:

outputting during automated game play at least a main part and a post-amble subsequent thereto of first original music;

outputting during automated game play at least a preamble and the main part subsequent thereto of second original music; and

outputting during automated game play predetermined connection music during a period between main part end timing of the first original music and main part start timing of the second original music and concurrent with outputting of at least one of said preamble and post-amble, said connection music having a duration that is substantially shorter than the duration of either of said first original music or said second original music.

33. (previously presented) A game machine according to claim 3, wherein a tempo of the connection music is determined based on a tempo of the main part of the first original music.

34. (previously presented) A game machine according claim 3, wherein a tempo of the connection music is determined based on a tempo of the main part of the second original music.

35. (previously presented) A game machine according to claim 3, further comprising:

connection music tempo control means for controlling a tempo of the connection music so as to gradually vary from a tempo based on a tempo of the main part of the first original music to a tempo based on a tempo of the main part of the second original music.